

Erasmus at sea:

Bridge of the Erasmus

The gale tears at you, biting deep within, and you know that if you don't make landfall soon you'll all be dead. You are John Blackthorne, Pilot-Major of a dead fleet: one ship left out of five, eight and twenty men out of one hundred and seven, and only ten of those can walk. No food, almost no water, and that brackish and foul.

Bridge of the Erasmus

This is the bridge of the Erasmus, a Dutch merchant and privateer. The unlashed wheel is directly forward of you, a sea chair is lashed to the deck aft of the wheel, and the ship's bell is hanging here. Spray blows past in an angry torrent.

The wheel dominates the quarterdeck. It is turned straight and free to turn now.

The ship heels in a sudden squall, throwing you from your post at the wheel, which, uncontrolled, begins to turn to port.

>STRAIGHTEN THE WHEEL

Score: 0

Moves: 1



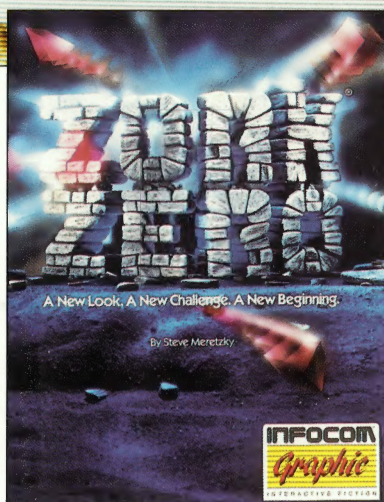
INFOCOM'S NEW GRAPHICS WILL BLOW YOU OUT OF THE WATER...

Encyclopedia Frobozzica



According to this article, Megaboz was a mysterious wizard who lived a hermit's life in the Publio Valley. Some say he cast a Curse which will someday bring down the Empire, but royal spokesmen have denied all such rumors. Megaboz vanished in 789 QUE; some say the effort of casting the curse destroyed him.

Megaboz

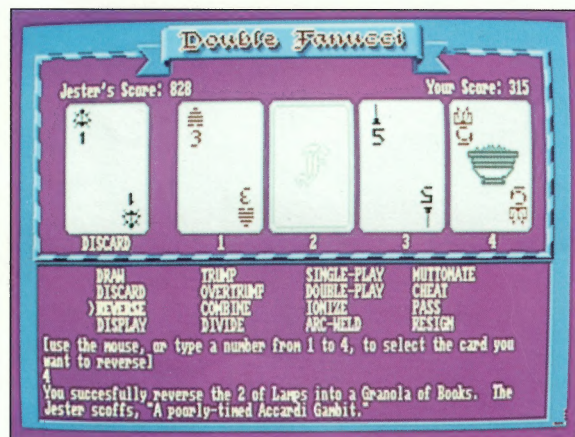
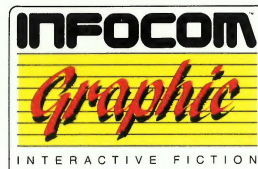


ZORK ZERO

The game that started it all has a new beginning! *Zork Zero* is the interactive fiction prequel to the *Zork Trilogy*, the best-selling entertainment software product of all time.

In *Zork Zero*, a curious jester offers you puzzles, paradoxes and plenty of fun as you seek out objects ranging from the curious to the sublime.

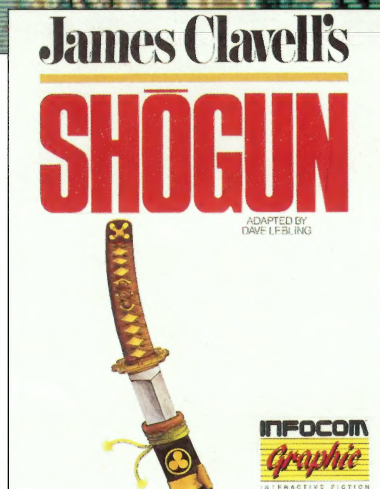
- One million satisfied game players can't be wrong! Discover the origins of the Great Underground Empire in this new and exciting chapter of *Zork*.
- *Zork Zero* integrates graphics into the game play with visual puzzles, illustrated maps and a Zorkian encyclopedia.
- *Zork Zero* includes our most requested features: a friendlier parser for easier typed-in commands, on-screen hints, mapping, optional mouse interface and sound.
- *Zork Zero* is by Steve Meretzky, author of *Leather Goddesses of Phobos*, *The Hitchhiker's Guide to the Galaxy* and *Planetfall*.
- Your *Zork Zero* package includes the game disk, a secret spell, "Lives of the Twelve Flatheads" Calendar and an unusual blueprint.
- *Zork Zero* is available for most personal computers. See the order form on the reverse side for machines and prices.



(Top) You never know who will turn up in the Encyclopedia Frobozzica.

(Center) Look for *Zork Zero* at a software retailer near you.

(Bottom) Visual puzzles join the textual teasers in *Zork Zero*.

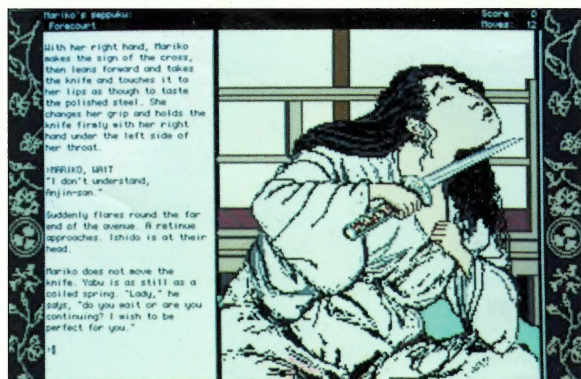
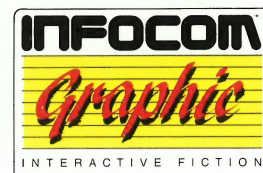


JAMES CLAVELL'S SHOGUN™

Now James Clavell's compelling saga of power and intrigue in 16th Century Japan comes to life in a riveting work of interactive fiction. You play the English sea-pilot

John Blackthorne, a stranger who must learn to survive in the curious world of feudal Japan. How you act, what you say and whom you befriend will determine your fate and the course of the game.

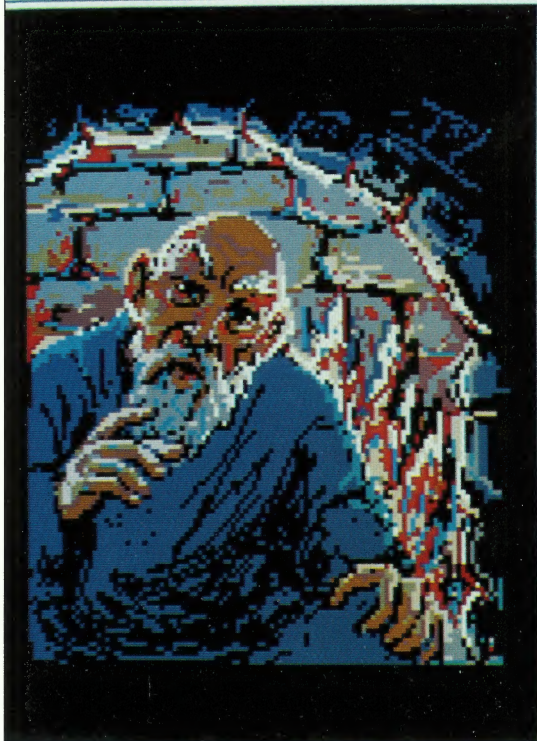
- *Shogun* is an adaptation of James Clavell's novel in which you actually become the hero. If you enjoyed the book or television miniseries, you will love the interactive version of *James Clavell's Shogun*.
- *Shogun's* breathtaking graphics are designed in the style of 16th Century Japanese painters. You have never seen computer screens like these.
- *Shogun* features on-screen hints and friendlier language interface.
- *James Clavell's Shogun* is a collaboration between two extremely popular authors. Clavell's bestselling novels include *Noble House™* and *Tai Pan™*. *Shogun* was adapted by Dave Lebling, author of the *Zork Trilogy* and *Enchanter®*.
- Your *Shogun* package includes a game disk, Blackthorne's map of the known world, and a geisha's fan.
- *James Clavell's Shogun* is available for most personal computers. See the order form on the reverse side for machines and prices.



(Top) In *Shogun*, the world of 16th Century Japan comes alive.

(Center) Infocom's *Shogun* captures the power and drama of the novel.

(Bottom) Text and graphics provide the richest storytelling environment ever.



For six long hours, we climbed steeply up the side of the Sunrise Mountain, and thus we came to the high tower of Astrix, the Wizard. No sooner had we arrived, then the tower's massive oak door opened.

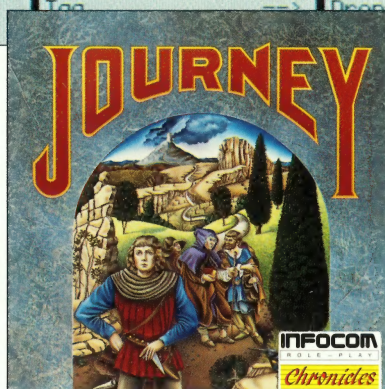
"I have been following your progress with great interest," the Wizard said, stroking his stringy gray beard. "You are a very resourceful group, that is certain!"

His voice became dark and we seemed to wince from some unseen injury. "The question is: Have you mettle enough to make siege on the Evil One himself?" And then, smiling, the darkness fell from his voice, and he answered his own question, "We shall see, I suppose; we shall see."

Leading us to his hearth, he sat us in a semi-circle around the blazing fire and spoke. "There is a story I must tell, a story of the Seven Stones. Created in a time lost to living memory, these Stones contained the very strength and essence of our world. Of the Seven, Four were entrusted to the races of men who could use them best: Elves, Dwarves, Nymphs, and Wizards."

"These are the Four: the Elf Stone, green as the forests of old, and the Dwarf Stone, brown as the caverns of Forn a-klamen; the Nymph Stone, blue as the deep waters of M'nera, [MORE]

The Party		Individual Commands	
Back	Bergon -->	Cast	Tell Legend
	Praxix -->	Scout	Inventory
	Minar -->		
Game	Tag -->		



JOURNEY™

Journey into a world of natural beauty and unnatural magic, a world of monsters and melee, an entirely new world of entertainment software. In *Journey*, you lead a party of four adventurers on a noble quest to save the countryside from evil. *Journey* combines Infocom's storytelling expertise with the essence of role playing games to create a truly new genre of "role-play chronicles."

- *Journey* can be played entirely on the keyboard, or with a joystick or a mouse. It requires no typing.
- If you like RPG's, interactive fiction or fantasy stories, you'll love the saga of *Journey*.
- Over one hundred stunning graphics give you new vistas to explore at every stage of your quest.
- Favorite Infocom writer Marc Blank, author of *Zork*, *Deadline*® and *Enchanter*, has developed *Journey* and the new role-play chronicles.
- Your *Journey* package includes a game disk, a beautifully illustrated map and a quartz crystal secured in a velvet pouch.
- *Journey* is available for most personal computers. See the order form on the reverse side for machines and prices.

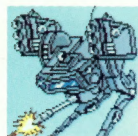


Journey	
	the forest that night, of bright-colored birds, and of the beautiful wood Elves from the stories of my childhood. The next day, we rose with the sun.
	The morning was still and hazy, and we started toward the forest with great expense. Praxix spotted a side path which headed due east toward the Sunrise Mountain, and we spent a glorious morning beneath tall trees and a blue sky. Around midday, we came to a small clearing, where we decided to stop for lunch.
	And then, without warning, a large snake lunged at Minar, grabbing him by the leg. Bergon, reacting instinctively, killed the snake with a single blow of his sword. Minar collapsed against a tree.
	"The snake," he started, grimacing with pain. "Nightfang..." His voice trailed off, and his eyes took on a glazed, vacant look.
	"But that cannot be! I thought Nightfang were nocturnal, like the Starstalker!" I said, hopefully.
	"And you were right," replied Praxix. "They were nocturnal. Bergon, this man will die unless we can find some westlake root. There is little time!"
The Party	
COMB AREA	Bergon -->
Split Up	Praxix -->
	Esher -->
	Minar -->
Game	Tag -->
Individual Commands	
	Get Advice
	Cast
	Examine
	Tell Legend
	Inventory

(Top) Curious creatures and wondrous wizards inhabit the world of *Journey*.

(Center) Ask for *Journey* at your favorite software retailer.

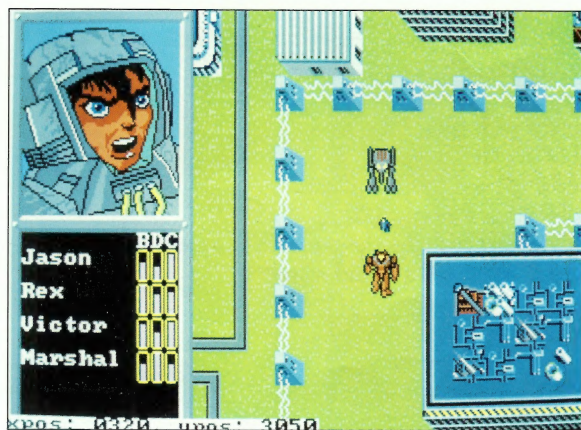
(Bottom) You will have to overcome many obstacles to succeed in your *Journey*.



BattleTech®: The Crescent Hawk's Inception™

In the 31st Century, brutal wars are waged in giant machines, and human lives are cheaper than water. In this riveting RPG, you are Jason Youngblood, a warrior cadet who must fight to preserve his planet, his honor and his life.

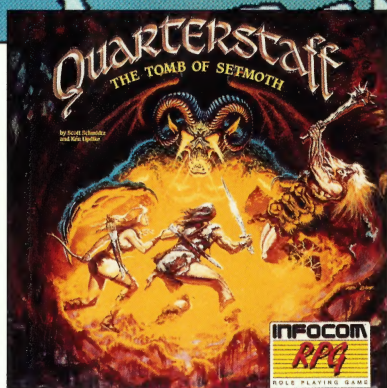
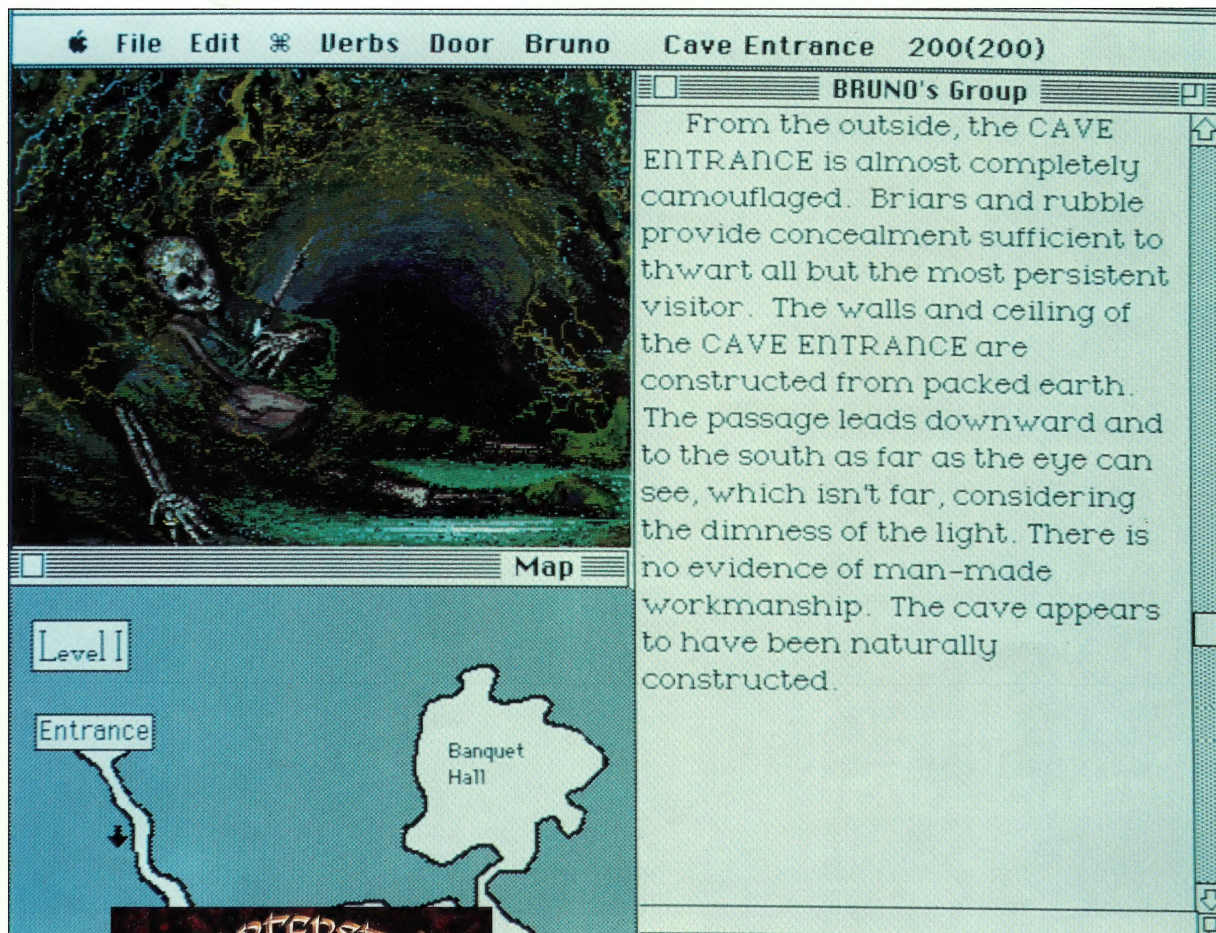
- *BattleTech* is the first computer RPG set in the riveting BattleTech universe.
- *BattleTech* includes "The Arena," a gladiatorial module you can play again and again to hone your skills and accumulate supplies.
- *BattleTech* features the richness of plot and depth of detail that you have come to expect from Infocom games.
- You will see animated game sequences rendered in the distinctive style of Japanese "manga" comics.
- *BattleTech* features the largest RPG universe ever created, with over four million different locations on the computerized playing board.
- *BattleTech* features the most explosive warfare and complicated strategy of any computer RPG.
- *BattleTech* is a fully integrated part of FASA's BattleTech universe. It was developed with Westwood Associates, creators of *Phantasie*™ III, *Questron*™ II and *Summer Games*®.
- *BattleTech* is available for IBM PC and 100% compatibles, Apple II series and Commodore 64/128. See the order form on the reverse side for specifications and prices.



(Top) You can plot individual battle strategies or let the computer plan your attack.

(Center) One look at the package tells you that *BattleTech* means business.

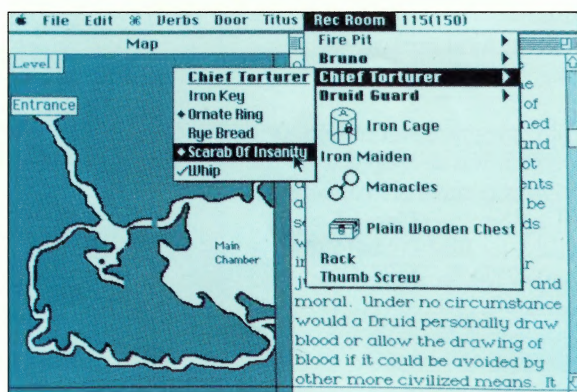
(Bottom) Animated outtakes let you zoom in on the action.



QUARTERSTAFF™: THE TOMB OF SETMOTH™

Three months ago, the Tree Druid Colony vanished without a trace. A search party is sent to discover what fate befell these peaceful people, and to save any who may survive. In *Quarterstaff*, it is your mission to guide this ever-changing band of warriors through cavern and crypt in search of an unknown demon.

- *Quarterstaff* is the first computer role playing game to capture the mood and feel of pen-and-paper RPG's.
- *Quarterstaff* features the most realistic environment of any fantasy role playing game. Characters need to eat and sleep, objects have size and weight, and even monsters have motives.
- The Macintosh version of *Quarterstaff* features the ultimate in Macintosh interfaces, with hierarchical menus, realistic sound, context-sensitive hints and a dynamic map window.
- When *Quarterstaff* was developed by Scott Schmitz and Ken Updike, *Dragon Magazine* gave it a perfect rating. This version is newly refined and enhanced with Infocom's distinctive brand of storytelling.
- *Quarterstaff*'s special in-pack coupon offers Mac II color graphics disk for only \$10.
- Your *Quarterstaff* package includes the game disks, a dazzling poster, a mystical ritual parchment and a Druid coin.



(Top) *Quarterstaff*'s superb graphics and rich, descriptive text create a riveting gaming experience.

(Center) *Quarterstaff* is the fantasy role playing game for true RPG players.

(Bottom) *Quarterstaff* is easy to play using logical, sophisticated menus.

PAST THE GHOULISH CRYPT, BEYOND THE ELFIN CAVERNS, THROUGH THE FUBLIO VALLEY AND INTO THE 31ST CENTURY.

INTRODUCING FIVE SPECTACULAR NEW GAMES FROM INFOCOM.™

We swore we'd never add graphics to our games until we could make the pictures on the screen as compelling as the ones in our mind. And we've kept our promise. Now our screens are bursting with color, form and shadow. And that's not all.

We've meshed storytelling and graphics into exciting new types of games. Role playing games. Interactive fiction. Fantasies. And a curious new hybrid of interactive fiction and traditional RPG's we call "role-play chronicles.™" You've never seen anything like it because we've just invented it.

And every title is jammed full of the most riveting plots, compelling descriptions, and dastardly puzzles ever to fit on a floppy.

Now you don't have to choose between a great story and great graphics. Because Infocom brings you both. Take a look at our pixel-popping new entertainment products. We're sure they will blow you out of the water.



INFOCOMICS™

Yikes! The classic comic book comes to your computer screen! Infocomics have sophisticated cinematic effects like panning, zooming and animation, but are ridiculously easy to use. Priced at just \$12.00, there's a fabulous Infocomic fantasy, comedy or superhero adventure for everyone!



SOLID GOLD TITLES

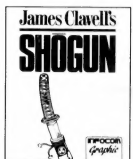
Now you can play Infocom's most popular interactive fiction—*Zork® I*, *The Hitchhiker's Guide to the Galaxy*, *Planetfall*, *Wishbringer*® and *Leather Goddesses of Phobos*®—for just \$14.95! Solid Gold titles include the complete game disk, on-screen hints and everything you need to know to play. If you missed any of these classic titles the first time around, you can't afford to pass up Solid Gold for just \$14.95.

INFOCOM Order Form

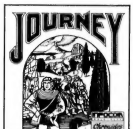
NEW INFOCOM TITLES



- ☐ Please send me Zork Zero for:
- ☐ IBM PC and 100% compatible* (PD-IZ9) \$59.95
 - ☐ Macintosh** (ID-IZ9) \$59.95
 - ☐ Apple II series (TD-IZ9) \$49.95
 - ☐ Apple II gs (KD-IZ9) \$59.95
 - ☐ Atari ST† (SD-IZ9) \$59.95
 - ☐ Amiga† (WD-IZ9) \$59.95



- ☐ Please send me James Clavell's Shogun for:
- ☐ IBM PC and 100% compatible* (PD-IA5) \$59.95
 - ☐ Macintosh** (ID-IA5) \$59.95
 - ☐ Apple II series (TD-IA5) \$49.95
 - ☐ Apple II gs (KD-IA5) \$59.95
 - ☐ Atari ST† (SD-IA5) \$59.95
 - ☐ Amiga† (WD-IA5) \$59.95



- ☐ Please send me Journey for:
- ☐ IBM PC and 100% compatible* (PD-IJ1) \$49.95
 - ☐ Macintosh** (ID-IJ1) \$49.95
 - ☐ Apple II series (TD-IJ1) \$49.95
 - ☐ Apple II gs (KD-IJ1) \$49.95
 - ☐ Atari ST† (SD-IJ1) \$49.95
 - ☐ Amiga† (WD-IJ1) \$49.95



- ☐ Please send me BattleTech for:
- ☐ IBM PC and 100% compatible# (PD-IF2) \$49.95
 - ☐ Apple II series (TD-IF2)‡ \$49.95
 - ☐ Commodore 64/128 (DD-IF2)‡ \$39.95



- ☐ Please send me Quarterstaff for:
- ☐ Macintosh†† (ID-IF1) \$49.95

*Requires CGA, EGA, VGA, MCGA or Tandy Graphics.
Available December, 1988.
** Also supports color Mac II.
†Available Spring, 1989.

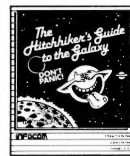
SOLID GOLD TITLES



- ☐ Please send me Solid Gold Planetfall for:
- ☐ IBM PC and 100% compatible (PD-IS3) \$14.95
 - ☐ Macintosh (ID-IS3) \$14.95
 - ☐ Apple II series (TD-IS3) \$14.95
 - ☐ Commodore 64/128 (DD-IS3) \$14.95



- ☐ Please send me Solid Gold Zork I for:
- ☐ IBM PC and 100% compatible (PD-IZ1) \$14.95
 - ☐ Macintosh (ID-IZ1) \$14.95
 - ☐ Apple II series (TD-IZ1) \$14.95
 - ☐ Commodore 64/128 (DD-IZ1) \$14.95



- ☐ Please send me Solid Gold Hitchhiker's Guide to the Galaxy for:
- ☐ IBM PC and 100% compatible (PD-IS4) \$14.95
 - ☐ Macintosh (ID-IS4) \$14.95
 - ☐ Apple II series (TD-IS4) \$14.95
 - ☐ Commodore 64/128 (DD-IS4) \$14.95



- ☐ Please send me Solid Gold Leather Goddesses of Phobos for:
- ☐ IBM PC and 100% compatible (PD-IC1) \$14.95
 - ☐ Macintosh (ID-IC1) \$14.95
 - ☐ Apple II series (TD-IC1) \$14.95
 - ☐ Commodore 64/128 (DD-IC1) \$14.95



- ☐ Please send me Solid Gold Wishbringer for:
- ☐ IBM PC and 100% compatible (PD-IZ0) \$14.95
 - ☐ Macintosh (ID-IZ0) \$14.95
 - ☐ Apple II series (TD-IZ0) \$14.95
 - ☐ Commodore 64/128 (DD-IZ0) \$14.95

#Requires CGA, EGA, VGA, MCGA or Tandy Graphics.
‡Available February, 1989.
††Requires Mac Plus, SE or II with 1 MB RAM.
Color requires Mac II disk available for \$10 through in-pack offer.

Last name	First name	M.I.
Address		
City	State	Zip Code
Country, if not the U.S.		

Please indicate the payment method you've used:

☐ Check ☐ Money Order ☐ MasterCard ☐ Visa ☐ Amex

Card Number	Exp. date (Mo. & Yr.)

Signature _____

Make checks payable to Triton Products Co. (Please do not send cash.)
If outside of the U.S., make check out in U.S. funds.

Quantity	Product—Computer	Code	Price Ea.	Total Price
Subtotal				
CA orders add 6% sales tax; TX orders add 7½% sales tax				
Add \$3.90 shipping, handling and insurance charges				
If outside the U.S., add \$2.00 export handling charge				
TOTAL ENCLOSED				

INFOCOM™

125 CambridgePark Drive
Cambridge, MA 02140

For telephone orders, please call **1-800-227-6900** and have the above information ready. Or send completed order form with payment in a stamped, business-size envelope to: **TRITON PRODUCTS CO., P.O. Box 8123, San Francisco, CA 94128.** Please allow 3–4 weeks for delivery.

© 1988 Infocom, Inc. *Zork*, *Planetfall*, *Wishbringer*, *Leather Goddesses of Phobos*, *Enchanter* and *Deadline* are registered trademarks and *Journey*, role-play chronicles, *The Crescent Hawk's Inception*, *Quarterstaff*, *The Tomb of Setmoth*, and *Infocomics* are trademarks of Infocom, Inc.
BattleTech is a registered trademark of FASA Corporation. *The Hitchhiker's Guide to the Galaxy* is a trademark of Douglas Adams. *Shogun*, *Noble House* and *Tai Pan* are trademarks of James Clavell. *Phantasia III* and *Queston II* are trademarks of Strategic Simulations, Inc. *Summer Games* is a registered trademark of Epyx.